

- (b) providing a character input that requires imagination, intelligence, & skill from the user and his/her opponent and promoting a forum for non-aggressive competition between players of all ages
- (c) storing a history of events, game play tactics, opponents defeated, & "game account" transactions for continued game play and learning through prior mistakes via the "game account", which is customized to suit each licensing company &, subsequently, each player who establishes an account

ABSTRACT of this invention

The E-Commerce Role Playing Platform concept runs solely via the World Wide Web. Like many other online, multi-user formats, it will operate through players being connected on a game server over the internet, with the licensing company serving as the game overseer and WebMaster Tools, Inc. operating as a third party service & maintenance provider.

Technically, the specific fantasy game that a licensing company chooses to apply the E-Commerce Role Playing Platform to will be programmed sufficiently to accept a large number of users at various levels of game play, allowing them interactive competition between players. The licensing company will be responsible for the creation of the fantasy game, the server upon which their game will operate, and the correct application of the E-Commerce Role Playing format to their particular game.

WebMaster Tools, Inc. will provide both a generic "game account" that can be customized for the licensing company and a merchant account that accepts payment for "game account" deposits/pay-outs. It will also provide, inclusive with the licensing of the E-Commerce Role Playing Platform, a forum for a user to access his/her "game account", add additional fund to it, use it to purchase additional characteristics, view a transaction history for gains/losses and purchases/deposits made, & a format for cashing out the "game account." All of these features will be completely customizable for the licensing company to incorporate into their user-interface. The licensing company will include with a player's "game account" the ability to save a player's character in a password-protected account even after the player has cashed out and ended his/her game play. This will enable a player to re-enter his/her game at a later date, upon deposit of required funds into the "game account," and resume his/her game play at the level he/she exited the previous game.

Legally, the E-Commerce Role Playing Platform will require, upon initial entrance to the game, parental approval from players under the age of 18yrs. old and accepting of the terms & licensing agreements of the E-Commerce Role Playing Platform and the company that licenses it. Anticipating the appeal this format will have to younger players, the licensing company will be required to conduct random checks via phone, e-mail, and mail to verify age and consent. This will be a requirement of licensing the E-Commerce Role Playing Platform from WebMaster Tools, Inc.

WebMaster Tools, Inc. will also require, via the "game account" that it provides the licensing company, a safety net for maximum amount of loss in a given time period, based on skill level, game level, & amount of funds in the "game account."